GAMER

15th August 2025

Prince of Persia

Franchise Special

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Prince of Persia

Franchise Special

Prince of Persia GAMER

Timeline

1989 Prince of Persia

1993 Prince of Persia 2: The Shadow and the Flame

1999 Prince of Persia 3D

2002 Prince of Persia: Harem Adventures

2003 Prince of Persia: The Sands of Time

2004 Prince of Persia: Warrior Within

2005 Prince of Persia: The Two Thrones

2005 Battles of Prince of Persia

2006 Prince of Persia Trilogy

2007 Prince of Persia Classic "Prince of Persia Rival Swords"

2008 Prince of Persia

2008 Prince of Persia: The Fallen King

2010 Prince of Persia: The Forgotten Sands

2013 Prince of Persia: The Shadow and the Flame (remake)

2018 Prince of Persia: Escape

2020 Prince of Persia: The Dagger of Time

2022 Prince of Persia: Escape 2

2024 Prince of Persia: The Lost Crown

Prince of Persia GAMER

1989 Prince of Persia

"Prince of Persia," released in 1989, is a classic platforming video game created by Jordan Mechner.

It was one of the first games to feature realistic character movement and animation, thanks to the rotoscoping technique used by Mechner, who traced over filmed footage of a live actor to create fluid character animations.

In "Prince of Persia," players control the protagonist, a nameless prince, who must navigate a series of perilous platforms, traps, and enemies within a mystical Persian setting.

The goal is to rescue a beautiful princess held captive by an evil sorcerer named Jaffar.

The gameplay is centered around exploration, puzzle-solving, and combat, requiring players to time their jumps and attacks precisely to avoid deadly obstacles.

The game's innovative mechanics and design made it a significant influence on the platforming genre and led to several sequels and adaptations, including the well-known "Prince of Persia: The Sands of Time" series that began in the early 2000s.

The original game has been re-released on various platforms over the years, maintaining its status as a beloved classic in gaming history.

Prince of Persia GAMER

1993 Prince of Persia 2: The Shadow and the Flame

"Prince of Persia 2: The Shadow and the Flame" is the direct sequel to the original "Prince of Persia," released in 1993.

Developed by Jordan Mechner and published by Brøderbund, this game continued the story of the titular prince, expanding on the gameplay elements and visual presentation of its predecessor.

Prince of Persia 2 follows the events of the first game.

After rescuing the princess, he learns of a mysterious figure who seeks to take revenge on him, leading to a journey filled with challenges as he seeks to uncover the truth about his past and confront this new threat.

Prince of Persia GAMER

1993 Prince of Persia 2: The Shadow and the Flame

"The Shadow and the Flame" improved upon the graphics of the original by featuring more detailed backgrounds and smoother animations.

The rotoscoping technique was once again utilized, producing fluid movements that enhanced the gameplay experience.

The game retained the platforming and puzzle-solving elements of the original game but introduced new mechanics such as the ability to attack with a sword and a greater emphasis on exploration.

Players could now interact with the environment in more complex ways, including using items and solving intricate puzzles.

Prince of Persia GAMER

1993 Prince of Persia 2: The Shadow and the Flame

Unlike its predecessor, which had limited combat encounters, "The Shadow and the Flame" allowed for more direct combat with enemies, adding a layer of challenge to the gameplay.

The game features various environments, including palaces, dungeons, and outdoor areas, all filled with traps, hazards, and secrets to discover.

The game is known for its challenging level design that requires precision and timing.

"Prince of Persia 2: The Shadow and the Flame" continued to build on the success of the franchise, setting the stage for future installments.

Prince of Persia GAMER

1993 Prince of Persia 2: The Shadow and the Flame

Although it is often less well-remembered than the original, the gameplay innovations and artistic design contributed to establishing "Prince of Persia" as a significant series in the gaming landscape.

The franchise eventually experienced a major revival in the early 2000s with "Prince of Persia: The Sands of Time," which redefined the series for a new generation of gamers while drawing inspiration from the original titles.

The legacy of "The Shadow and the Flame" continues to be recognized for its contributions to platforming and gaming storytelling.

Prince of Persia GAMER

1999 Prince of Persia 3D

"Prince of Persia 3D," released in 1999, was a significant departure from the earlier 2D games in the franchise, as it introduced fully 3D graphics and gameplay.

Developed by the studio Red Orb Entertainment and published by Ubisoft, this installment aimed to bring the beloved franchise into a new realm of game design while retaining the core elements that fans loved about the series.

"Prince of Persia 3D" featured a fully realized 3D world, marking a significant evolution in visual presentation compared to its predecessors.

The environments were richly detailed, depicting a variety of settings such as castles, dungeons, and outdoor areas.

Prince of Persia GAMER

1999 Prince of Persia 3D

The game retained the fluid movement style for which the series is known, but transitioning to 3D brought new challenges in navigation and combat.

The prince could now move in all directions, including climbing, jumping, and interacting with objects in a more complex manner.

This iteration introduced a more robust combat system, allowing players to use various weapons and perform combinations of attacks.

The combat was more dynamic than in previous titles, encouraging players to engage with enemies strategically.

Prince of Persia GAMER

1999 Prince of Persia 3D

The plot follows the prince as he seeks to rescue a kidnapped princess and confront an evil sorcerer who has revived an army of the dead.

The narrative continued to build on the themes of heroism and adventure established in earlier titles.

As with previous games in the series, "Prince of Persia 3D" included numerous puzzles and environmental obstacles that required players to think critically and use their platforming skills to progress.

While the game was ambitious, it received mixed reviews from both critics and players.

Some praised the graphics and 3D environment, while others criticized the controls and camera angles, which could be challenging to manage in a fully 3D space.

Prince of Persia GAMER

2002 Prince of Persia: Harem Adventures

"Prince of Persia: Harem Adventures" was a game released in 2002 for the Game Boy Advance.

It was developed by the French company, Ubisoft, and is part of the broader "Prince of Persia" franchise.

However, it's important to note that "Harem Adventures" is often considered a spin-off rather than a direct continuation of the main series narrative.

"Harem Adventures" follows the traditional platforming elements reminiscent of the earlier titles in the series.

Players control the prince as he navigates through various levels filled with obstacles, traps, and enemies.

The game features a colorful and stylized representation of a Persian environment, drawing inspiration from the aesthetic of the series while adapting it for the limitations of the Game Boy Advance.

The game contains multiple levels, each with its own thematic elements, including palaces, dungeons, and outdoor spaces. Players encounter various enemies and obstacles that they must overcome to advance.

Prince of Persia

2002 Prince of Persia: Harem Adventures

While the game retains the jumping and climbing mechanics familiar to fans of the series, it simplifies many of the complex aspects of the 3D gameplay seen in the later titles.

Harem Adventures" received mixed reviews, with some players appreciating its platforming and nostalgic elements, while others felt it did not live up to the standards set by the mainline titles like "Prince of Persia: The Sands of Time."

The game was seen as an attempt to bring the franchise to a new platform but did not capture as a spin-off, "Prince of Persia: Harem Adventures" did not play a crucial role in the overarching lore of the "Prince of Persia" franchise. Instead, it represented an effort to diversify the series with a different gameplay style and appeal to a broader audience, particularly on handheld devices.

Though "Harem Adventures" may not be as celebrated as the primary entries in the "Prince of Persia" series, it remains part of the franchise's expansive history.

Prince of Persia

Prince of Persia GAMER

2003 Prince of Persia: The Sands of Time

"Prince of Persia: The Sands of Time," released in 2003, is a critically acclaimed action-adventure platformer developed by Ubisoft Montreal.

It represents a major revival of the "Prince of Persia" franchise and is often hailed as one of the best video games of its era.

The game's innovative mechanics, combined with its engaging narrative and stunning visuals, redefined the standards for action-adventure games.

The story follows a young prince (often referred to simply as "the Prince") who inadvertently releases the Sands of Time, a mystical substance that can manipulate time.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2003 Prince of Persia: The Sands of Time

As a result, he must navigate a treacherous palace, confront enemies, and ultimately prevent the catastrophic consequences of his actions. Along the way, he receives guidance and support from a character named Farah, a princess.

One of the standout features of "The Sands of Time" is the introduction of the Dagger of Time, which allows players to manipulate time.

This includes the ability to rewind time to undo mistakes, freeze enemies, and slow down time to navigate complex platforming sections.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2003 Prince of Persia: The Sands of Time

This includes the ability to rewind time to undo mistakes, freeze enemies, and slow down time to navigate complex platforming sections.

This mechanic added a unique layer of strategy to gameplay and set the game apart from its predecessors.

The game features fluid and acrobatic platforming that encourages creative movement across its richly designed environments. Players can run along walls, jump between ledges, and perform various acrobatic feats.

Combat is also engaging, allowing players to use a mix of melee attacks, dodging, and a combination of smart use of time manipulation.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2003 Prince of Persia: The Sands of Time

The Sands of Time" showcases a beautifully rendered world that draws upon Persian architecture and landscapes.

The graphics, animations, and overall art direction contributed to the game's immersive atmosphere, bringing its fantastical setting to life.

Upon its release, "Prince of Persia: The Sands of Time" received widespread praise from both critics and players.

It was lauded for its gameplay mechanics, engaging story, character development, and stunning visuals.

Many considered it a milestone in the action-adventure genre.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2003 Prince of Persia: The Sands of Time

The success of "The Sands of Time" led to the development of sequels, including "Prince of Persia: Warrior Within" and "Prince of Persia: The Two Thrones," both of which continued the story of the Prince and expanded on the gameplay mechanics introduced in "The Sands of Time.

The game's impact also extended beyond sequels; it influenced numerous other games in the genre regarding design and mechanics.

In addition, "The Sands of Time" was adapted into a feature film in 2010, further solidifying its place in popular culture.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2004 Prince of Persia: Warrior Within

"Prince of Persia: Warrior Within" is the direct sequel to "Prince of Persia: The Sands of Time," released in 2004.

Developed and published by Ubisoft, this installment continued the story of the titular Prince, further developing the gameplay mechanics and darkening the narrative tone introduced in the previous game.

The story picks up shortly after the events of "The Sands of Time." The Prince is being pursued by the mysterious and demonic "Hound of Death," a creature unleashed due to his actions in the first game.

To escape his fate, the Prince travels to the Island of Time in search of the Empress of Time to confront his destiny and alter the past.

Prince of Persia GAMER

2004 Prince of Persia: Warrior Within

"Warrior Within" introduced a more brutal and dynamic combat system compared to its predecessor.

Players could perform a wider variety of attacks, combos, and grapples, as well as utilize different weapons found throughout the game.

The game placed a greater emphasis on fighting mechanics, allowing for a more visceral experience.

The game's art direction took a darker and more mature tone, featuring a more gothic and menacing atmosphere.

This shift is reflected in the character design, environments, and overall aesthetic, setting it apart from the more fantastical and vibrant visuals of "The Sands of Time."

Prince of Persia GAMER

2004 Prince of Persia: Warrior Within

The game maintained the fluid acrobatic platforming mechanics of its predecessor, with additional moves and techniques.

The Prince could now perform wall-running, climbing, and other maneuvers to traverse the game's complex levels. The addition of a more intricate level design encouraged speed and fluidity in movement.

While the game retained elements from "The Sands of Time," such as the ability to rewind time, it introduced new gameplay mechanics related to time manipulation, allowing players to utilize their powers in more creative ways.

"Warrior Within" received generally positive reviews, with praise for its improved combat mechanics and deeper gameplay.

Prince of Persia GAMER

2005 Prince of Persia: The Two Thrones

"Prince of Persia: The Two Thrones" is the third installment in the "Sands of Time" trilogy, released in 2005 by Ubisoft.

This game brings together elements from both "The Sands of Time" and "Warrior Within," concluding the narrative arc of the modern trilogy that began with the critically acclaimed "Prince of Persia: The Sands of Time."

The story of "The Two Thrones" follows the Prince as he returns to his homeland of Babylon after the events of "Warrior Within."

PRINCE OF PERSIA
THE TWO THRONES

Prince of Persia GAMER

2005 Prince of Persia: The Two Thrones

He arrives only to find the city under attack and beset by chaos.

The Prince is confronted with the consequences of his past actions as well as a new threat: a darker version of himself, known as the Dark Prince, who is trying to gain control.

One of the key gameplay innovations is the introduction of the Dark Prince, which allows players to switch between the Prince and his darker counterpart.

The Dark Prince has different abilities, such as enhanced agility and combat moves, but has a limited health pool that drains over time.

Prince of Persia GAMER

2005 Prince of Persia: The Two Thrones

Managing this dual dynamic adds complexity to puzzles and combat scenarios.

The combat system in "The Two Thrones" builds on the mechanics introduced in "Warrior Within."

Players can utilize a broader range of attacks and weapons, perform combos, and execute stealth kills.

The inclusion of new abilities, such as the use of a chariot in some sequences, further diversified combat strategies.

PRINCE OF PERSIA
THE TWO THRONES

Prince of Persia GAMER

2005 Prince of Persia: The Two Thrones

The game retained the series' hallmark fluid acrobatic movement and platforming mechanics.

Players could traverse intricate environments, solve puzzles, and engage in stylish parkour-style movement.

The city of Babylon and various locales are beautifully designed, taking advantage of the game's graphical capabilities on the consoles of the time.

"The Two Thrones" continues the franchise's tradition of intricate puzzles, requiring players to think critically and utilize the abilities of both the Prince and the Dark Prince to navigate complex scenarios.

Prince of Persia GAMER

2005 Prince of Persia: The Two Thrones

Upon its release, "Prince of Persia: The Two Thrones" received generally positive reviews from both critics and players.

Many praised the balance of gameplay elements, the engaging storyline, and the incorporation of the dual-character mechanic.

It was often regarded as a fitting conclusion to the trilogy, marrying the best aspects of the previous games.

"The Two Thrones" effectively concluded the "Sands of Time" trilogy, wrapping up the storyline initiated in "The Sands of Time" while incorporating elements from "Warrior Within.

Prince of Persia GAMER

2005 Battles of Prince of Persia

"Battles of Prince of Persia," released in 2005, is a strategy/action video game developed by Ubisoft for the Game Boy Advance and Nintendo DS platforms.

While it shares the "Prince of Persia" name and aesthetic, it marks a departure from the platforming and action-adventure gameplay typical of the main series entries, instead opting for a tactical approach.

Unlike the traditional action-adventure style of earlier "Prince of Persia" titles, "Battles of Prince of Persia" focuses on tactical and strategic gameplay.

Players command units in battles against various enemies, requiring careful planning and positioning to secure victory.

Prince of Persia GAMER

2005 Battles of Prince of Persia

Players control a variety of units, including infantry, archers, and other specialized characters, each with unique abilities.

Successful management of these units is crucial to overcoming the challenges presented in various campaign missions.

The game's narrative aligns with the "Prince of Persia" franchise but follows a different path than the main trilogy.

Players engage in battles revolving around the conflict that arises in the series' fantastical world, with elements of storytelling integrated into the strategic battles.

The game employs a real-time strategy format that allows players to issue commands to their units, direct attacks, and formulate strategies on the fly.

Prince of Persia GAMER

2005 Battles of Prince of Persia

Players must adapt their tactics based on the characteristics of their enemies and the terrain of each battlefield.

While the graphics are limited compared to the more advanced console entries in the series, "Battles of Prince of Persia" provides colorful and engaging visuals, capturing the aesthetic of the franchise on handheld devices.

The game received mixed reviews from critics and players. Fans of the traditional "Prince of Persia" action-adventure gameplay may have found the shift to a tactical format less appealing.

However, those open to the strategic style appreciated the game's approach and the way it utilized familiar characters and themes from the franchise.

Prince of Persia GAMER

2006 Prince of Persia Trilogy

The *Prince of Persia Trilogy* refers to a compilation of the first three games in the *Prince of Persia* Sands of Time trilogy, which includes:

Prince of Persia: The Sands of Time (2003)

Prince of Persia: Warrior Within (2004)

Prince of Persia: The Two Thrones** (2005)

Released for PlayStation 3 and Xbox 360 in 2006, this collection allowed a new generation of players to experience these iconic titles.

The trilogy was developed by Ubisoft and featured HD remastering of the graphics along with enhanced gameplay elements, making it more appealing on modern consoles of the time.

The trilogy came with updated graphics, allowing for improved visuals over the original PS2 versions. This included higher resolution textures and smoother animations, making the games visually appealing on the newer hardware.

Each of the three games in the trilogy retained their original gameplay mechanics while benefiting from minor adjustments for better play-ability.

The fluid platforming, engaging combat, and unique time manipulation mechanics remained at the forefront of the gameplay experience.

Prince of Persia GAMER

2006 Prince of Persia Trilogy

The trilogy brought together the complete story arc of the Sands of Time narrative, allowing players to follow the journey of the Prince as he grows from a young warrior to a hero confronting his darker self and the consequences of his actions.

The *Prince of Persia Trilogy* was generally well received, especially praised for its nostalgic value and the opportunity for players to experience the acclaimed titles in a consolidated format.

It reaffirmed the legacy of the trilogy as one of the defining action-adventure series of the early 2000s.

The *Prince of Persia Trilogy* served to introduce the classic gameplay and storytelling of the original titles to new audiences while allowing veterans to revisit the adventure with updated visuals.

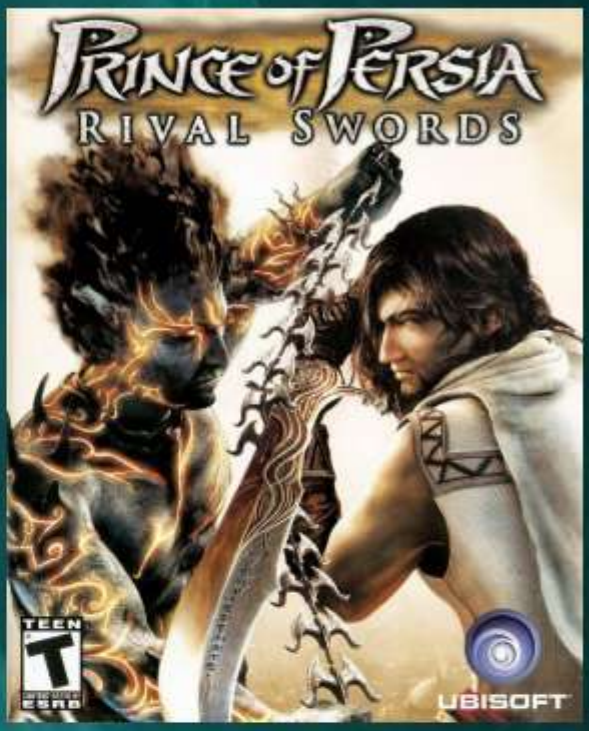
The compilation highlighted the strengths of the *Prince of Persia* series, which has been influential in shaping action-adventure games.

Following the trilogy's success, interest in the *Prince of Persia* franchise remained strong, leading to various adaptations and future games.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2007 Prince of Persia Classic "Prince of Persia Rival Swords"



"Prince of Persia Classic" and **"Prince of Persia: Rival Swords"** are both titles associated with the *Prince of Persia* franchise but represent different approaches and gameplay experiences.

Prince of Persia Classic (2007)

"Prince of Persia Classic" is a remake of the original 1989 *Prince of Persia* game, released in 2007 for Xbox Live Arcade and PlayStation Network.

This version updates the graphics, gameplay mechanics, and level design while retaining the core narrative and charm of the original.

The game features enhanced graphics with 3D visuals while preserving the original's atmosphere.

The animation is smoother and more fluid, capturing the essence of the character's movements.

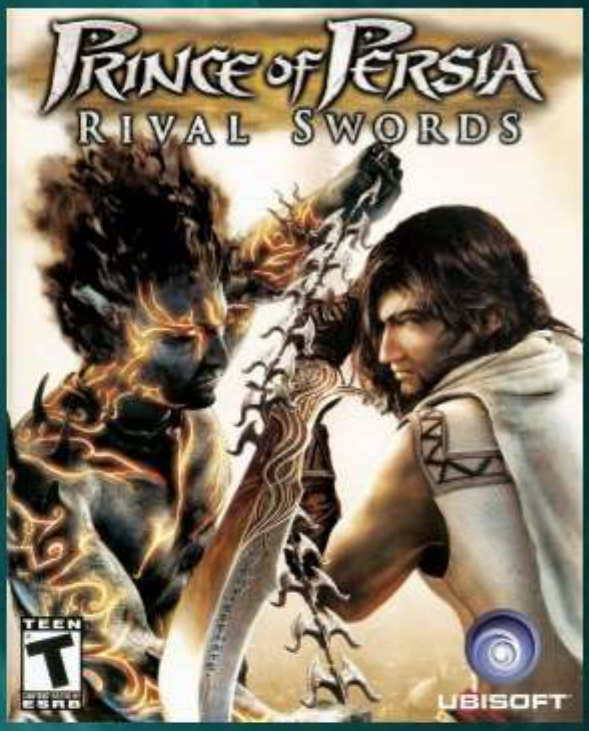
While maintaining the original gameplay mechanics, "Prince of Persia Classic" introduces modernized controls and improved level designs that encourage exploration and fluid movement.

In addition to the original levels, the remake includes new challenges and puzzles, providing a fresh experience for both newcomers and veterans of the series.

Prince of Persia GAMER

2007 Prince of Persia Classic "Prince of Persia Rival Swords"

The game follows the familiar storyline where the Prince must navigate through a perilous dungeon to rescue a princess from the evil sorcerer Jaffar.



Prince of Persia: Rival Swords (2007)

"Prince of Persia: Rival Swords" is a console and handheld title released in 2007, primarily for the Nintendo Wii and PlayStation Portable.

It is an enhanced version of "Prince of Persia: The Two Thrones," incorporating new features and gameplay elements tailored for the Wii's capabilities.

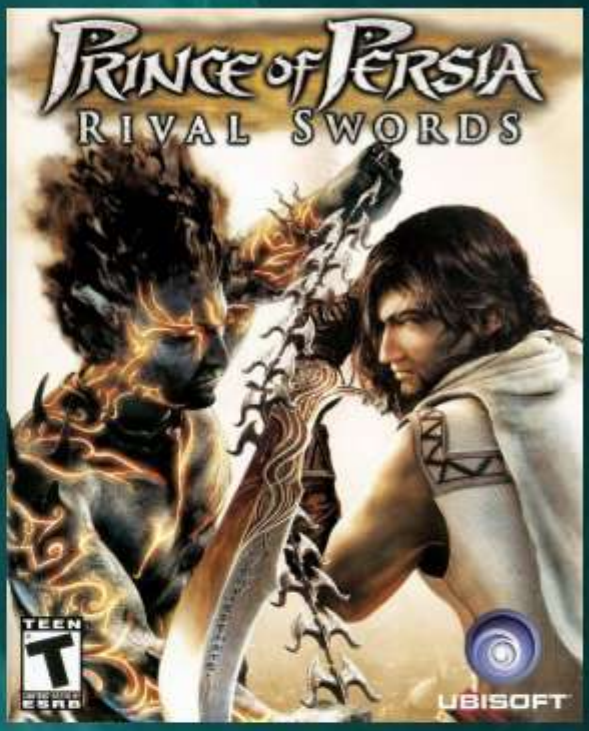
It features gameplay elements similar to "The Two Thrones," but includes new combat mechanics and additional content such as new environments and challenges.

For the Wii version, the game utilizes motion controls, offering a different way of engaging in combat and platforming than in the traditional controller setup.

Players can switch between the Prince and the Dark Prince, utilizing their different skills and abilities to navigate the game's challenges.

Prince of Persia GAMER

2007 Prince of Persia Classic "Prince of Persia Rival Swords"



The Story continues the events from "The Two Thrones," allowing players to see the resolution of the Prince's journey as he deals with the consequences of his actions and faces off against new foes.

Both "Prince of Persia Classic" and "Rival Swords" received generally positive reviews, with players appreciating the updates and innovations to gameplay.

"Prince of Persia Classic" was often praised for its nostalgic value combined with modern improvements, while "Rival Swords" was recognized for delivering an engaging action-adventure experience, especially on the Wii.

These titles exemplify the ongoing evolution of the *Prince of Persia* franchise, as it adapts to new technologies and audiences over the years.

The enduring popularity of the series is reflected in these re imaginings and enhancements, as it remains a beloved part of gaming history.

PRINCE OF PERSIA
THE SANDS OF TIME

Prince of Persia GAMER

2008 Prince of Persia

"Prince of Persia," released in December 2008, represents a significant reboot of the beloved franchise.

Developed by Ubisoft Montreal, this installment introduced a new artistic style, gameplay mechanics, and a fresh narrative while retaining core elements that fans appreciated from the earlier games.

The game showcased a distinct visual style, characterized by its vibrant and colorful art, heavily influenced by painting and stylized visuals reminiscent of the cell-shading technique.

The environments are lush and richly detailed, creating an immersive world.

PRINCE OF PERSIA

Prince of Persia GAMER

2008 Prince of Persia

The game features a new protagonist, referred to simply as the "Prince," who is joined by a female character named Elika.

They embark on a quest to restore life to a land plagued by the corrupting influence of the evil god Ahriman.

The narrative revolves around themes of redemption, sacrifice, and the consequences of one's actions.

The gameplay incorporates a blend of platforming, combat, and puzzle-solving.

Players navigate through sprawling environments, utilizing acrobatic skills and the "freeform" movement system.

The controls allow for fluid traversal across walls, ledges, and obstacles.

Prince of Persia GAMER

2008 Prince of Persia

One of the game's standout features is the partnership between the Prince and Elika.

Elika assists the Prince by using her magical abilities, allowing for unique gameplay dynamics.

While players control the Prince, Elika can help him navigate dangerous areas, provide combat support, and even revive him if he falls in battle.

The game's world is composed of interconnected regions, allowing players to explore and tackle challenges in a non-linear fashion.

This design grants a sense of freedom as players can backtrack and choose paths as they see fit.

Prince of Persia GAMER

2008 Prince of Persia

The combat mechanics were revamped to minimize button mashing, focusing on timing and strategy.

Players can perform combos and use a variety of weapons to defeat enemies.

Elika plays a crucial role in combat, assisting the Prince and making battles feel cooperative.

"Prince of Persia" was generally well-received by critics and players alike.

The game was praised for its gorgeous visuals, engaging story, and innovative gameplay mechanics.

PRINCE OF PERSIA

Prince of Persia GAMER

2008 Prince of Persia: The Fallen King

"Prince of Persia: The Fallen King" is a platforming action-adventure game released in 2008 for the Nintendo DS. Developed by Ubisoft, it serves as a companion story to the 2008 console reboot "Prince of Persia" while maintaining its own unique gameplay and narrative elements.

Set between the events of the 2008 reboot and its downloadable content, "The Fallen King" follows the story of the Prince and introduces a new character, a mysterious warrior named a female ally, who assists him in his quest.

The story revolves around the Prince's continued efforts to defeat the evil god Ahriman and restore balance to the world.

Prince of Persia GAMER

2008 Prince of Persia: The Fallen King

The gameplay incorporates traditional platforming mechanics similar to those found in the *Sands of Time* series, with a focus on exploration, puzzle-solving, and combat.

Players navigate through various environments filled with obstacles and enemies, utilizing the Prince's acrobatic abilities and skills.

One unique aspect of "The Fallen King" is its use of the Nintendo DS touchscreen.

Players can use the stylus for various actions, such as maneuvering the Prince and interacting with the environment.

Prince of Persia GAMER

2008 Prince of Persia: The Fallen King

This touchscreen integration aimed to create a more immersive control scheme that diverged from traditional button mechanics.

The game features a dual-character system where both the Prince and his ally can be controlled during platforming and combat sections.

Players can switch between characters, allowing for strategic gameplay as each character has unique abilities.

While limited by the Nintendo DS hardware, the game maintains a colorful visual style influenced by the 2008 console reboot.

The environments and character designs carry over the stylistic choices seen in other titles of the franchise.

Prince of Persia GAMER

2008 Prince of Persia: The Fallen King

The combat in "The Fallen King" includes the use of various weapons and abilities, utilizing a combination of stylus commands and button presses to execute combos and special moves against enemies.

"Prince of Persia: The Fallen King" received mixed reviews from critics and players.

Some appreciated the effort to deliver a unique experience on the Nintendo DS and the stylus-controlled mechanics, while others felt that certain elements, such as combat depth and level design, could have been improved.

The game was praised for capturing the essence of the Prince of Persia franchise in the limited context of a portable system.

Prince of Persia GAMER

2010 Prince of Persia: The Forgotten Sands

"Prince of Persia: The Forgotten Sands" is an action-adventure platform game released in May 2010, developed by Ubisoft Montreal.

It serves as a direct installment within the *Prince of Persia* franchise and fits into the timeline between the 2008 reboot and *Prince of Persia: The Sands of Time*.

The game was released for multiple platforms, including PlayStation 3, Xbox 360, Wii, PC, and Nintendo DS.

The story takes place shortly after the events of *The Sands of Time*.

The Prince travels to the kingdom of his brother, Malik, who is engaged in a war against an invading army.

Prince of Persia GAMER

2010 Prince of Persia: The Forgotten Sands

To protect the kingdom, Malik unwittingly unleashes a powerful dark force, prompting the Prince to confront dangerous enemies and prevent destruction.

The Story explores themes of sacrifice, brotherhood, and redemption.

The Forgotten Sands* returns to the core gameplay mechanics of the original *Sands of Time* trilogy, featuring acrobatic platforming, puzzle-solving, and combat.

Players control the Prince as he navigates through beautifully designed environments filled with traps and obstacles.

A notable feature in this installment is the introduction of elemental powers.

Prince of Persia GAMER

2010 Prince of Persia: The Forgotten Sands

The Prince gains abilities related to manipulation of the elements, including:

Players can create and manipulate water surfaces to navigate through levels.

The ability to create platforms and walls from stone for traversal.

The Prince retains some time manipulation abilities, such as rewinding time to undo mistakes and manipulate the environment.

The combat mechanics are similar to those seen in the *Sands of Time* games, with a focus on acrobatic and fluid fighting styles.

Prince of Persia GAMER

2010 Prince of Persia: The Forgotten Sands

Players engage in battles against various enemies, utilizing combos, special attacks, and abilities acquired throughout the game.

The Forgotten Sands* features enhanced graphics and design, taking advantage of the technology of the time to present expansive environments, detailed character models, and fluid animations.

The art direction reflects the fantastical nature of the world, showcasing beautiful architecture and landscapes.

Upon release, *The Forgotten Sands* received generally positive reviews from critics and players.

The game was praised for its engaging gameplay, platforming mechanics, and visuals.

Prince of Persia GAMER

2013 Prince of Persia: The Shadow and the Flame (remake)

"Prince of Persia: The Shadow and the Flame" is a remake of the 1993 classic game of the same name.

Released in 2013 for iOS and Android devices, this version revitalizes the original's mechanics and narrative while modernizing the graphics and gameplay for mobile platforms.

The game follows the story of the Prince as he embarks on a quest to uncover his past and confront new challenges.

The narrative continues from where the previous game, *Prince of Persia Classic*, left off, blending familiar elements with new twists and character developments.

Prince of Persia GAMER

2013 Prince of Persia: The Shadow and the Flame (remake)

The remake features updated graphics, incorporating modern visual techniques and designs.

The environments are richly detailed, and the animations are smoother than those in the original version, providing a fresh visual experience.

The Shadow and the Flame* retains the core platforming and puzzle-solving mechanics that defined the original game while enhancing them for better player experience.

Players navigate through levels filled with traps, platforms, and enemies, utilizing acrobatic skills similar to those seen in the *Sands of Time* series.

Prince of Persia

2013 Prince of Persia: The Shadow and the Flame (remake)

Designed specifically for touch devices, the game utilizes intuitive controls that allow players to jump, climb, and perform various actions with swipes and taps.

The control scheme is intended to enhance fluid gameplay on mobile platforms without sacrificing the essence of the original.

Players engage in combat against various enemies using both melee attacks and the Prince's acrobatic skills.

The game introduces special abilities that players can unlock throughout their journey, adding depth to both combat and puzzle-solving encounters.

Prince of Persia GAMER

2013 Prince of Persia: The Shadow and the Flame (remake)

The game features a mix of linear and non-linear level designs, encouraging exploration and creative problem-solving. Players must navigate through elaborate environments while avoiding traps and completing puzzles.

Prince of Persia: The Shadow and the Flame received generally positive reviews from both players and critics.

Fans of the original were delighted to see a modern interpretation that maintained the core elements while making sensible updates.

Prince of Persia GAMER

2018 Prince of Persia: Escape

"Prince of Persia: Escape" is a mobile game released in 2018 for iOS and Android platforms.

Developed by Ubisoft, this title represents a different approach within the *Prince of Persia* franchise, focusing on action and platforming mechanics designed specifically for mobile devices.

Unlike the traditional platforming and puzzle-solving gameplay seen in earlier *Prince of Persia* titles, *Escape* is designed as an endless runner.

Players control the Prince as he automatically runs through various environments, requiring quick reactions to navigate obstacles, jump over chasms, and defeat enemies along the way.

The game features a visually appealing aesthetic, drawing on the vibrant and stylized art direction associated with previous *Prince of Persia* titles.

The graphics are optimized for mobile devices, presenting colorful environments and smooth animations.

Players can engage in combat by defeating enemies encountered during their run.

The game allows for the use of special moves and abilities, which can be executed through simple touch controls. Players can perform a variety of attacks, combos, and acrobatics to clear their path.

Prince of Persia GAMER

2018 Prince of Persia: Escape

As players progress, they can collect power-ups that enhance their abilities or provide temporary advantages.

The game may also include opportunities for upgrading the Prince's skills and acquiring new abilities over time.

The game features different environments inspired by the rich lore of the *Prince of Persia* series.

Players navigate through beautifully designed landscapes that include elements from classic *Prince of Persia* games.

Upon its release, *Prince of Persia: Escape* received mixed reviews from players and critics.

While some enjoyed the nostalgic elements and engaging gameplay, others felt that the endless runner format strayed too far from the traditional gameplay that defined the franchise.

Some players appreciated the simplicity of controls suitable for mobile devices, while others missed the depth of story and exploration found in earlier titles.

Prince of Persia GAMER

2020 Prince of Persia: The Dagger of Time

"Prince of Persia: The Dagger of Time" is a virtual reality (VR) game released in March 2020, developed by Ubisoft and designed specifically for VR platforms.

The game is set in the *Prince of Persia* universe and focuses on cooperative gameplay, and it offers a unique experience blending puzzle-solving, action, and the iconic time manipulation mechanics that the franchise is known for.

The game is designed for cooperative play, allowing 2-4 players to team up and navigate through various puzzles and challenges together.

Teamwork is essential, as players must communicate and coordinate their actions to progress.

Prince of Persia GAMER

2020 Prince of Persia: The Dagger of Time

A core feature of *The Dagger of Time* is the ability to manipulate time, which is a hallmark of the *Prince of Persia* franchise.

Players can rewind time, slow down enemies, or pause the environment to solve puzzles and avoid traps. These mechanics add a strategic element to gameplay.

Players explore beautifully designed environments influenced by the visuals and aesthetics of previous *Prince of Persia* titles.

The game features various settings, including ancient ruins and mythical locations, filled with traps, enemies, and puzzles to solve.

Prince of Persia GAMER

2020 Prince of Persia: The Dagger of Time

As players progress through levels, they encounter a variety of puzzles that require the use of time manipulation and teamwork.

Players must work together to unlock doors, activate mechanisms, and outsmart enemies.

The game immerses players in a stunning 3D environment where they can physically interact with the world around them.

The use of VR adds a layer of immersion and physicality to the gameplay experience, allowing players to feel more connected to the action.

Prince of Persia GAMER

2020 Prince of Persia: The Dagger of Time

While the game does not follow a direct storyline connected to the previous mainline games like the *Sands of Time* trilogy, it is set in the same universe, allowing players to experience the rich lore and themes related to time and destiny.

Prince of Persia: The Dagger of Time* received generally positive reviews, particularly highlighting its engaging cooperative gameplay and innovative use of time manipulation mechanics.

Critics praised the challenge presented by puzzles and the way they required collaboration among players.

Prince of Persia GAMER

2022 Prince of Persia: Escape 2

"Prince of Persia: Escape 2" is a mobile game developed by Ubisoft, following the release of **"Prince of Persia: Escape"** in 2018.

Launched in 2022, this sequel builds upon the endless runner mechanics introduced in the first game, expanding the gameplay experience while maintaining the franchise's signature aesthetic.

Similar to its predecessor, "Escape 2" features endless runner gameplay where players control the Prince as he automatically runs through various environments.

Players must navigate through obstacles, defeat enemies, and collect items, requiring quick reflexes and precision.

The game features enhanced graphics compared to the first installment, presenting colorful environments, improved character models, and smoother animations.

Prince of Persia GAMER

2022 Prince of Persia: Escape 2

.Players can engage in combat with various enemies along the way.

The game includes combat mechanics that allow players to perform attacks and combos, utilizing the Prince's acrobatic skills.

There may also be special abilities and power-ups that players can unlock or collect as they progress.

"Escape 2" incorporates more exploration elements compared to the original.

Players might discover different paths, secret areas, and collectibles that enhance the gameplay experience and encourage exploration within the endless runner framework.

Prince of Persia GAMER

2022 Prince of Persia: Escape 2

The game features diverse environments inspired by the rich lore of the *Prince of Persia* series, including mystical landscapes and ancient ruins.

Each setting presents unique challenges and visual aesthetics aligned with the franchise's themes.

Designed for mobile play, the game utilizes intuitive touch controls that allow players to perform actions such as jumping, attacking, and dodging through simple taps and swipes.

"Prince of Persia: Escape 2" received a mix of feedback from players and critics.

Fans of the franchise appreciated the continuation of the *Prince of Persia* story within a new gameplay style.

Prince of Persia GAMER

2024 Prince of Persia: The Lost Crown

Prince of Persia: The Lost Crown" is a highly anticipated game that marks a new chapter in the *Prince of Persia* franchise.

The Lost Crown* seeks to blend the classic gameplay mechanics that made the series popular, such as platforming, puzzle-solving, and combat, with contemporary design sensibilities.

Players can expect a rich and engaging gameplay experience reminiscent of earlier titles like The Sands of Time.

The game introduces an evolved combat system that combines fluid action with strategic elements.

Prince of Persia GAMER

2024 Prince of Persia: The Lost Crown

Players will control the Prince as he engages in combat against various enemies, utilizing a mix of acrobatic maneuvers and skill-based attacks.

Staying true to the franchise's roots, The Lost Crown features time manipulation as a core gameplay mechanic, allowing players to manipulate the flow of time to overcome obstacles, solve puzzles, and navigate challenges in creative ways.

The game showcases modern graphics with a vibrant art style that highlights the fantasy elements of the Prince of Persia universe.

Players can expect beautifully designed environments that encourage exploration.

Prince of Persia GAMER

2024 Prince of Persia: The Lost Crown

While the game features the familiar Prince as the protagonist, it may introduce new characters and elements that enrich the narrative and deepen the gameplay experience.

The Lost Crown is designed to offer a more exploratory experience, encouraging players to traverse various environments, uncover secrets, and engage with the world around them.

Prince of Persia: The Lost Crown* has generated significant excitement and anticipation among fans of the series.

Many are eager to see how the game revitalizes the franchise while honoring its legacy and classic gameplay elements.

Prince of Persia GAMER

2024 Prince of Persia: The Lost Crown

The initial previews and trailers have showcased dynamic gameplay, engaging visuals, and the potential for an engaging storyline.

Prince of Persia: The Lost Crown* represents the franchise's ongoing evolution, as it attempts to recapture the magic of earlier games.